

In the Claims

The claims are as follows:

1. A board game comprising:

a plurality of player markers;

a game board having a plurality of spaces thereon for movement of player markers, said

plurality of spaces including:

a plurality of equipment spaces, whereby a player obtains an equipment card indicated

by a landed-on equipment space;

a plurality of task spaces, whereby a player takes a task card at random from a collection

thereof upon landing on a task space and attempts to complete a task which is indicated on the task

card by turning in at least one equipment card in their possession; and

random number generating means for determining movement of the player markers about the

board.

2. A board game according to claim 1, wherein the game board further comprises a plurality of district spots, separate from the plurality of spaces, obtainable upon successful completion of a task and wherein the game further comprises a plurality of district markers for placement on an obtained district to indicate ownership thereof, regardless of whether the district was previously owned or not.
3. A board game according to claim 2, wherein districts represent firefighting districts.
4. (currently amended) A board game according to claim 2 ~~or 3~~, wherein the player pieces, equipment cards, and/or district markers are marked to indicate the player associated therewith.
5. A board game according to claim 4, wherein the player pieces, equipment cards, and/or district markers are colour-coded to indicate the player associated therewith.
6. (currently amended) A board game according to claim 4 ~~or 5~~, wherein the player pieces

equipment cards, and/or district markers are indicated with a city name to indicate the player associated therewith.

7. (currently amended) A board game according to ~~any one of~~ claims 1 to 6, wherein said game board further comprises a plurality of duty spaces, whereby a player landing thereon takes a duty card at random from a collection thereof and follows instructions for playing the board game indicated on the duty card.

8. A board game according to claim 7, wherein duty cards indicate firefighting-related instructions.

9. (currently amended) A board game according to claim 7 ~~or~~ 8, wherein duty cards include cards having instruction to place a particular equipment card on a garage space on the board resulting in the particular equipment card being temporarily unusable.

10. A board game according to claim 9, wherein the game board further comprises at least one back-in-service space, whereby a player landing thereon may return any or all of their equipment cards which are on a garage space to their possession.

11. (currently amended) A board game according to ~~any one of~~ claims 7 to 10, wherein the game board further comprises at least one injury space, whereby a player landing thereon must proceed to a hospital space on the board where the player remains until liberated.

12. (currently amended) A board game according to ~~any one of~~ claims 1 to 11, wherein task cards indicate either a specific district to be obtained or a choice of districts.

13. A board game according to claim 11, wherein a player may be liberated from a hospital space by obtaining a preselected number using the random number generating means or by use of a

particular duty card.

14. (currently amended) A board game according to ~~any one of claims 1 to 13~~, further comprising rank badges which may be obtained by a player either landing on a promotion space of the board or as a result of instructions indicated on a duty card, wherein the rank cards reduce the number of equipment cards needed for completion of the tasks.

15. A board game according to claim 14, wherein the rank badges represent a rank of firefighting.

16. A board game according to claim 15, wherein the ranks include, from lowest to highest, some or all of firefighter, lieutenant, captain, deputy chief, and fire chief.

17. (currently amended) A board game according to ~~any one of claims 1 to 16~~, wherein the game

board further comprises at least one mutual aid space, whereby a player landing thereon is permitted to turn in, in addition to any of their own equipment cards, one or more equipment cards from another player in order to complete a task.

18. (currently amended) A board game according to ~~any one of~~ claims 1 to 17, wherein the game board further comprises at least one start space upon which players may place their playing piece at the game's outset.

19. (currently amended) A board game according to ~~any one of~~ claims 1 to 18, wherein the plurality of spaces is in the configuration of a maltese cross.

20. (currently amended) A board game according to ~~any one of~~ claims 1 to 19, wherein said random number generating means comprises at least one die.

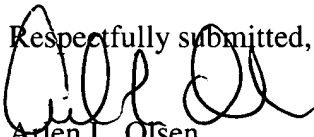
21. (currently amended) A board game according to ~~any one of claims 1 to 20~~, wherein equipment cards indicate a piece of equipment useful for fighting a fire.

22. (currently amended) A board game according to ~~any one of claims 1 to 21~~, wherein task cards indicate a firefighting task.

Favorable action constituting allowance is solicited.

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